

SANCTIONED CARNAGE

What if the skull-faced killer known as an Eversor Imperial Assassin stalked the corridors of the Blackstone Fortress? See for yourself what would happen if such a drug-fuelled killing machine were unleashed with these new solo rules for Blackstone Fortress.



Of all the Assassins in the employ of the Imperium, there are few as feared as the Eversor. A psychotic killer hyped up on combat stimulants, an Eversor Assassin is nothing short of a murderous terror weapon – the ultimate sanction against renegade commanders, recalcitrant overlords and blasphemous priests. Deployed by drop pod into the heart of the enemy's stronghold, the Eversor emerges ready to slay the enemies of the Imperium. He shows no compassion or mercy, butchering all those who stand between him and his prey and leaving a trail of destruction that few would have the stomach to look upon. Should he complete his mission, the Eversor will slink back to his pod to be recaptured and deactivated. Should he fail, he will get as close to his intended target as possible and detonate his drug-fuelled body in a spectacular bio-meltdown of blood, bone and corrosive acid.

BIGGER FOES!

Hostile players may find the Eversor Assassin quite a tough prospect, especially when he can shred his way through Ur-Ghuls and Beastmen as though they were wafer-thin paper. Perhaps you need a tougher hostile such as the Chaos Ogryn or the Commissar from Traitor Command.



THE GRIM FACE OF DEATH

Over the next few pages, you'll find rules for using an Imperial Assassin from the Eversor Temple in your games of Blackstone Fortress. Due to their violent nature, an Eversor Assassin is almost always deployed alone, which means he will be the only explorer on the board, facing off against a horde of hostiles. We're pretty sure he'd be able to handle himself.

As you would expect, an Eversor is a monstrous foe to face in the confines of a Blackstone Fortress. If he successfully takes a foe out of action, he can just keep attacking thanks to his Killing Rampage special ability. He can also fire his executioner pistol up to three times using a single activation dice, enabling him to mow down enemies at range. In fact, there really is very little you can do to stop him! Hostiles are advised to take the day off when he's around ...

AN ARMY OF ONE

Blackstone Fortress is a game that can be played as both a single player and multiplayer experience. Whether one explorer takes control over an entire group and leads them to victory, or a group of friends decide to tackle the challenge of the fortress as a team, there are pitfalls and challenges aplenty for all.

But what if a single hero took to the field of battle who was powerful enough to handle the threats of the Blackstone Fortress alone? A warrior so mighty that not even a Chaos Space Marine or an entire group of Negavolt Cultists was enough to give them pause?

Well here it is: a 'what if' scenario in which we present a potent warrior who is quite capable of completing an expedition by themselves, and with activation dice to spare. To set up an expedition using this fell-handed explorer, use the rules for setting up a one-off expedition, with the following changes.

Stage 2: When setting up a one-off expedition, during stage 2, you can pick the Imperial Assassin, Eversor Temple as an explorer. If you do, no other explorers can be picked. This means that only one player can be an explorer in this expedition, and one other player can be the hostile player.

Stage 3: Note that some exploration cards require more than one explorer. If one of these is drawn during the expedition, draw a different challenge from the remaining challenge exploration cards instead.

Stage 4: Pick an unused explorer initiative card to represent the Imperial Assassin, Eversor Temple.

Stage 5: Do not set up any spacecraft.

Stage 12: The leader reads the following:

'The denizens of the Blackstone Fortress shift uncomfortably in their lairs. Feral Ur-Ghuls pause suddenly to sniff the air as they travel through the shadows, their predator's instinct recognising an apex threat. Even the deranged minions of Mallex whisper amongst themselves of a fresh terror that hunts them, one that will not rest until they have all been eliminated. Even as such rumours are brutally put down, in the distance, panicked screams and terrified howls begin to echo down the corridors ...'

HARDLY A CHALLENGE:

When making event rolls, use the following table instead of the one in the Combat booklet.

SOLO PLAY EVENT TABLE	
ROLL	EVENT
1	Bring It Down!: Make one attack with every hostile that has line of sight to an explorer. If a hostile does not have line of sight to an explorer, they make one Move action towards the nearest explorer.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Wave after Wave: If possible, every hostile that has been slain during the combat encounter is returned to the battlefield as reinforcements (pg 13 of the Combat booklet).
7-10	Dangerous Conditions: Draw two encounter cards. Any twists on those cards apply for the rest of the combat. If neither encounter card has a twist, repeat this process until at least one encounter card that has a twist on it has been drawn.
11-14	Deadly Escape: The leader replaces the portal furthest from the explorer with a maglev transport escape chamber. If more than one portal is equally far from the explorer, the leader can pick which one to replace. If this event has already been rolled, or if an explorer has made a Summon (4+) action, treat this result as a 'Bring it Down!' result instead.
15-17	Inspiration: The explorer receives 1 inspiration point.
18-19	No Limits to My Slaughter: The explorer can make one Move action and then one weapon action.
20	Lucky Find: The explorer can draw one discovery card.




EVERSOR ASSASSIN

The Eversor is possibly the most gruesome weapon of the Officio Assassinorum. The temple specialises in shock and terror tactics, instilling fear of Imperial retribution into the hearts and minds of all who hold positions of power. Eversor Assassins are primarily used against rebels who have plans to move against the Imperium with a large armed force. When the long, grinding war of attrition that is the Astra Militarum's forte is ruled out, the High Lords will sometimes sanction the use of an Eversor Assassin.

In order to better enact these one-man killing sprees, the Eversor Temple engineers its inductees to be super-human killing machines, their bodies driven far beyond normal human capabilities. Once this process is complete, the temple introduces a range of stimms and implants to alter the Assassin's state of mind into a boiling cauldron of murderous intent.

When an Eversor is selected for a mission, he is transferred from the ship-borne cryo-crypt where he is held in suspended animation to a special drop pod. Neuro links feed the details of the mission to him as he is awakened en route to the planet below. When the pod impacts, the Assassin will be fully awake and ready to satiate his desire to slaughter the enemies of the Imperium. To do this, he uses bolt shells and toxin needles from his executioner pistol, stabbing thrusts of his power sword, hypodermic incisors and shock generators built into his neuro-gauntlet, melta bomb blasts, throat-crushing punches and whatever else is to hand. The Eversor's assault is so swift and ruthless that his foes are rarely aware that they are under attack – that is until the doors of their sanctuary are torn off their hinges and the skull-like mask of the Assassin is looming out of the darkness towards them.





IMPERIAL ASSASSIN, EVERSOR TEMPLE

"Fear me, for I am your Apocalypse."
- *Declan Eversor*

Move: 5 **Defence:** **Agility:** **Vitality:**

WEAPON ACTIONS

Weapon	Range		
	1	2-3	4+
Execution Pistol (1+)			
Power Blade (1+)		NA	NA
Neuro Gauntlet (4+)		NA	NA

***Lightning Reflexes:** When taking an Executioner Pistol weapon action, the Imperial Assassin, Eversor Temple can attack twice for a cost of (3+), or three times for a cost of (5+). Carry out each attack one at a time, one after the other. The target chosen for the second and third attacks must either be the same as the target of the previous attack, or in the same hex as, or in an adjacent hex to, the target of the previous attack.

***Neuro-tonic Injector:** If this attack was a success, it causes a grievous wound instead of a wound.

UNIQUE ACTIONS

Media Bombing: Take the Media Bombing resource card and give it to the Imperial Assassin, Eversor Temple at the beginning of each combat. If this resource card was in a status vault, remember to place it back there after this expenditure.

Killing Rampage: Each time the Imperial Assassin, Eversor Temple slays a hostile, place an activation die in an available action dice space on his character card that has a value of 1.


Bio-mechdown: If the Imperial Assassin, Eversor Temple is taken out of action, each adjacent hostile suffers a grievous wound.

Sacrificial Away: When the Imperial Assassin, Eversor Temple ends an activation with dice remaining to use as overwatch dice, do not remove activation dice with a score of 1 or reduce the value of remaining dice.

SECRET AGENDA

Stay an entire hostile group that had every model on the battlefield at the beginning of the round in the same activation.

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IMPERIAL ASSASSIN, EVERSOR TEMPLE
(INSPIRED)

"I have only heard tales of such creatures. If nothing else, they keep me honest."
- *Declan Drax*

Move: 5 **Defence:** **Agility:** **Vitality:**

WEAPON ACTIONS

Weapon	Range		
	1	2-3	4+
Execution Pistol (1+)			
Power Blade (1+)		NA	NA
Neuro Gauntlet (4+)		NA	NA

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